£3.99
€6.50

FORTNIGHTLY

THE LORD OF THE RINGS™

BATTLE GAMES in Middle-earth™

27

SARUMAN'S ARMY BESIEGES ROHAN!

DeAGOSTINI
GAMES WORKSHOP®
NEW LINE CINEMA
A Time Warner Company

THE LORD OF THE RINGS™

BATTLE GAMES in Middle-earth™ 27

www.the-ring.net

Guide to Middle-earth™ 1

Explore the refuge of Helm's Deep, one of the most enduring fortresses of Middle-earth.

Playing the Game 2-9

The first part of our siege rules begins with a look at moving within a model fortress, including the use of ladders, gates, doors and hatchways.

Battle Game 10-13

Saruman's Uruk-hai locate a small Rohirrim outpost and seek to destroy the defenders, including Éomer and his band of Riders.

Painting Workshop 14-15

A step-by-step guide to painting your plastic siege Uruk-hai miniatures, including your first Berserker.

Modelling Workshop 16-21

Construct a set of siege equipment and palisade walls to use in the forthcoming siege games.

HOW TO SUBSCRIBE

UK & REPUBLIC OF IRELAND

(Payment in £ Sterling or € in Republic of Ireland)
Customer Services: If you have any queries about *Battle Games in Middle-earth*, please telephone 08707 299 399, or fax 08706 060 447 (24 hours, 7 days a week).
Subscriptions: You can arrange to have your packs sent direct to your door at no extra cost (UK only; £1.00 / €2.00 p&p for Republic of Ireland). For details, telephone 08707 299 399, or fax 08706 060 447 (24 hours, 7 days a week).
Credit/debit card orders accepted.
Back Copies: These can be ordered from your newsagent. Alternatively, telephone 08707 299 399, or fax 08706 060 447 (24 hours, 7 days a week), or write to:
Battle Games in Middle-earth, Back Copies Department,
De Agostini UK Ltd, PO Box 600, Hastings TN35 4TJ.
Credit/debit card orders accepted. When ordering, please enclose:

1. Your name, address and postcode.
2. The pack number(s) and number of copies required.
3. Payment of the cover price plus 50p / €1.00 per copy p&p.

Make cheques payable to De Agostini UK Ltd.

AUSTRALIA

Subscriptions: Telephone (03) 9872 4000, fax (03) 9872 5454 or write to:
Battle Games in Middle-earth,
Bissett, PO Box 460, Eastern MC, VIC 3110.
E-mail: bissett@bissettmags.com.au
Back Copies: These can be ordered from your newsagent. Alternatively, telephone (03) 9872 4000, or write to: *Battle Games in Middle-earth*, Back Copies Department, PO Box 460, Eastern MC, VIC 3110. Please enclose payment of the cover price plus $1.65 inc. GST per pack p&h.
Back copies subject to availability
E-mail: bissett@bissettmags.com.au

NEW ZEALAND

Subscriptions: Telephone (09) 308 2871, fax (09) 302 7661, or write to: *Battle Games in Middle-earth*, Private Bag 47-906, Ponsonby, Auckland.
E-mail: netlink@ndcnz.co.nz
Back Copies: These can be ordered from your newsagent. Alternatively, telephone (09) 308 2871, or write to: *Battle Games in Middle-earth*, Back Copies Department, Netlink Distribution Co, Private Bag 47-906, Ponsonby, Auckland. Please enclose payment of the cover price plus $1.50 per pack p&h.
Back copies subject to availability.

SOUTH AFRICA

Subscriptions: Telephone (011) 265 4304, fax (011) 314 2984, or write to:
Battle Games in Middle-earth, Jacklin Enterprises,
PO Box 11, Centurion 0046.
E-mail (orders): subscribe@jacklin.co.za
(customer services): service@jacklin.co.za
Back Copies: These can be ordered from your newsagent. Alternatively, telephone on (011) 309 1900/(011) 248 3500, or write to: *Battle Games in Middle-earth*, Back Copies Department, Republican News Agency, PO Box 101, Maraisburg, Gauteng 1700. Please enclose payment of the cover price plus 2 Rand per pack p&h.
Back copies subject to availability

MALTA

Back Copies: These can be ordered from your newsagent.

All orders subject to availability.

Visit the De Agostini website at: www.deagostini.co.uk

Visit the Games Workshop website at: www.games-workshop.com

© MMIV New Line Productions, Inc. All Rights Reserved. *"The Lord of The Rings"* and the names of the characters, items, events and places therein, are trademarks of The Saul Zaentz Company d/b/a Tolkien Enterprises under license to New Line Productions, Inc. Games Workshop & the Games Workshop logo are trademarks of Games Workshop Ltd.

Brought to you by De Agostini UK Ltd, Griffin House, 161 Hammersmith Road, London W6 8SD.

Managing Editor: Ally Bryce
Designer: Christine Lacey
Senior Product Manager: Susan Bolsover
Production Controller: Mark Sanders-Barwick

ISBN 0 7489 6453 3   N27 04 02 04   Printed in Italy.

Editorial and design:
Games Workshop, Willow Road, Lenton, Nottingham, NG7 2WS.

Design Manager: Rowland Cox
Editor: Graham Davey
Layout: Darius Hinks, Peter Borlace
Content: Darron Bowley, Mark Latham,
Alessio Cavatore, Matthew Ward & Rick Priestley

No part of this product may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording or otherwise, without the prior permission of New Line.

British Cataloguing-in-Publication Data:
A catalogue record for this product is available from the British Library.

Tools and materials suggested for use may be dangerous if used incorrectly and Games Workshop does not recommend them for children under 16 without adult supervision.

Visit: www.lordoftherings.net
America Online Keyword: Lord of the Rings
NEW LINE CINEMA
A Time Warner Company
Join THE LORD OF THE RINGS OFFICIAL FAN CLUB
1-800-451-6381
www.lotrfanclub.com

March on Helm's Deep™

As Saruman unleashes his fearsome Uruk-hai horde upon the Free Peoples, the fates of The Fellowship and the Rohirrim intertwine. At Helm's Deep, one of the most enduring bastions of Men, their paths collide in a battle that will shake Middle-earth itself.

As the rain lashes down against the battlements of the mighty stronghold, the few Rohirrim defenders survey the scene before them. Fear creeps into the hearts of even the heroes of The Fellowship, as Saruman's assembled horde of Uruk-hai warriors marches on Helm's Deep. The people of Rohan take heart from the presence of Aragorn and their King, Théoden. Although they know that no one has ever successfully besieged Helm's Deep, a force of this magnitude has never been seen. Also, Saruman has gleaned knowledge of the fortress's weakness through his servant, Gríma Wormtongue. Using his dark science, he has constructed a crude explosive device to tear the Deeping Wall asunder. Carried into battle by fierce Uruks and detonated by blood-crazed Berserkers, this sorcerous advantage could turn the tide of battle in favour of Saruman's army.

In this and the next few Packs, we will be looking in depth at how to play out sieges and castle warfare in your Battle Games, beginning in this Pack's Playing the Game with an introduction to castles and moving within them. In the Battle Game, we begin our siege campaign as Saruman's Uruk-hai try to kill Éomer and his Rohirrim warriors, preventing them from coming to the aid of their king. In the Painting Workshop, you will learn how to paint your Uruk-hai siege troops, while Modelling Workshop looks at how to build palisades and siege defences for your Battle Games.

> *'March to Helm's Deep! Leave none alive! To war!'*
>
> SARUMAN™

◄ MASTER OF EVIL

Saruman addresses his army in preparation for the siege of Helm's Deep.

Siege Games

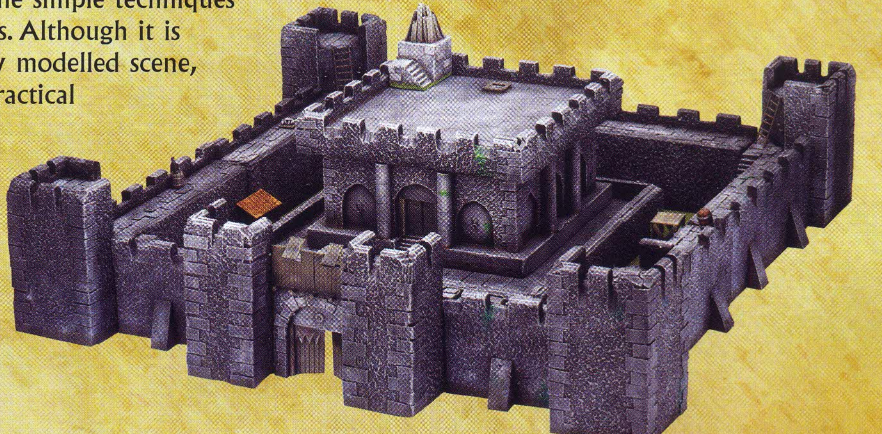
As the defenders of Helm's Deep wait for the inevitable attack, wave after wave of Uruk-hai march into position before the castle walls. Conducting a siege as a Battle Game requires additional rules for moving and fighting around a mighty fortress.

The Two Towers movie features the spectacular siege of Helm's Deep – and naturally we want our game rules to allow us to recreate this awesome battle on the tabletop. This Playing the Game covers the rules for how troops move on battlements and inside towers, while Pack 28 looks at how they fight in and around the fortress. Future Packs will detail the strange weaponry of sieges – war engines, battering rams and demolition charges – as portrayed in the movie. These rules will not only allow us to portray the Battle of Helm's Deep – they will also prove useful for fighting all kinds of games around buildings and defence works.

◄ THE DEFENDERS OF HELM'S DEEP
The Rohirrim ready themselves for the coming conflict.

A Tabletop Fortress

Some kind of model fortification – if not necessarily an entire castle – will be required to play siege games. In Pack 28, we'll be looking at how to build the walls of a fortress, while in Packs 29-31 we will show you the simple techniques needed to create gates, keeps and towers. Although it is inspiring to fight battles on a fabulously modelled scene, it is a fairly easy matter to improvise practical fortifications from card box packaging or polystyrene packing. Never be afraid of relying on your imagination to fill in the details.



► A MODEL FORTRESS
Learn to build a castle like this in the next few Packs of Battle Games in Middle-earth.

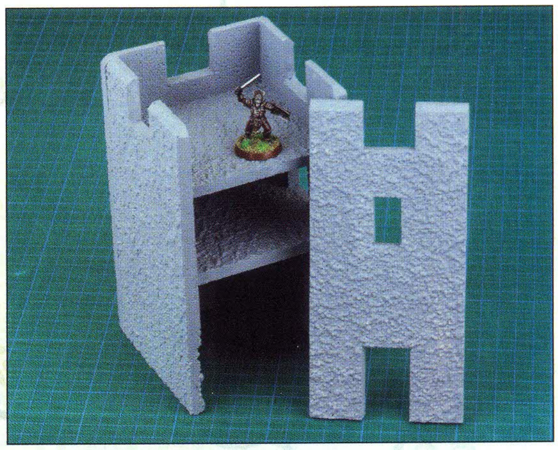
Practical Castles

The only limit to the scale of your siege games is the model castle that you use to play across. To make it practical to play out a siege game, it helps to build your fortress in such a way that warriors can be easily placed and moved on the walls and towers. In the Modelling Workshops from Packs 28-31, we look at how to create a castle that is ideal for using in a siege game.

◄ TAKING POSITION

Notice how these archers can easily see over the castle's battlements.

Some gamers like to make removable rear wall sections for their towers so that warriors can be placed on the floors inside. In Pack 30's Modelling Workshop, we'll take a look at how to create detailed tower interiors. The siege rules assume that warrior models can be placed and moved inside model buildings. If you are unable to move your models inside the buildings, then you can place the warriors aside and note down where they are from turn to turn. This is perfectly fine, but it is clearer if you can place the models exactly within the buildings so that there is no doubt where they are in relation to doors, windows and each other.



► MOVING INSIDE THE CASTLE

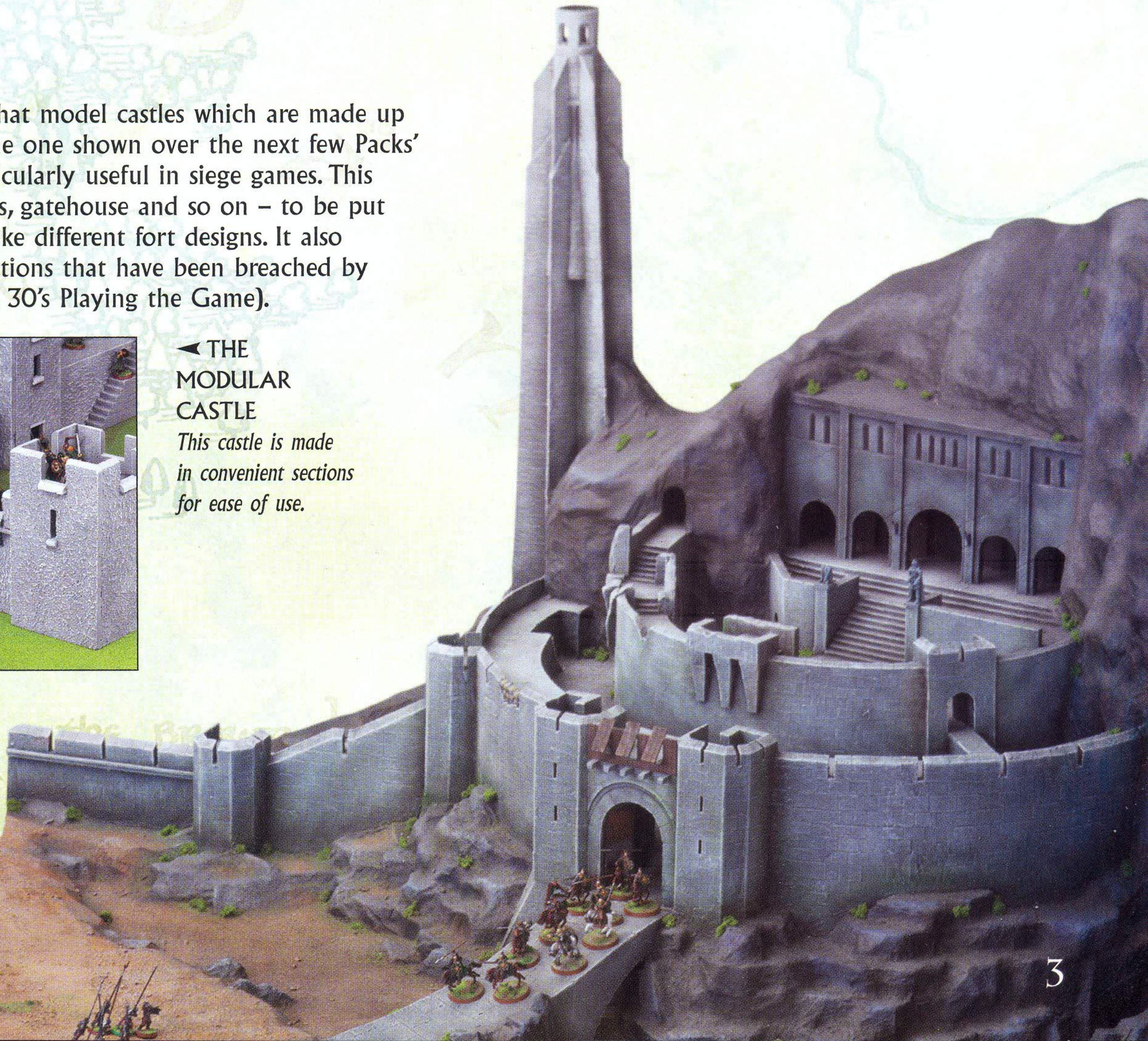
This tower has a removable back wall so that models can be placed inside.

Modular Castles

Lastly, it is worth mentioning that model castles which are made up of separate components, like the one shown over the next few Packs' Modelling Workshops, are particularly useful in siege games. This allows the pieces – walls, towers, gatehouse and so on – to be put together in various ways to make different fort designs. It also enables you to remove wall sections that have been breached by enemy action (detailed in Pack 30's Playing the Game).

◄ THE MODULAR CASTLE

This castle is made in convenient sections for ease of use.



Helm's Deep™

Helm's Deep is one of the mightiest strongholds in all of Middle-earth, and has stood strong against many assaults. Here we take a look at how this fantastic showcase model, built by Games Workshop's Dave Andrews, is used in a Battle Game.

Walls and Towers

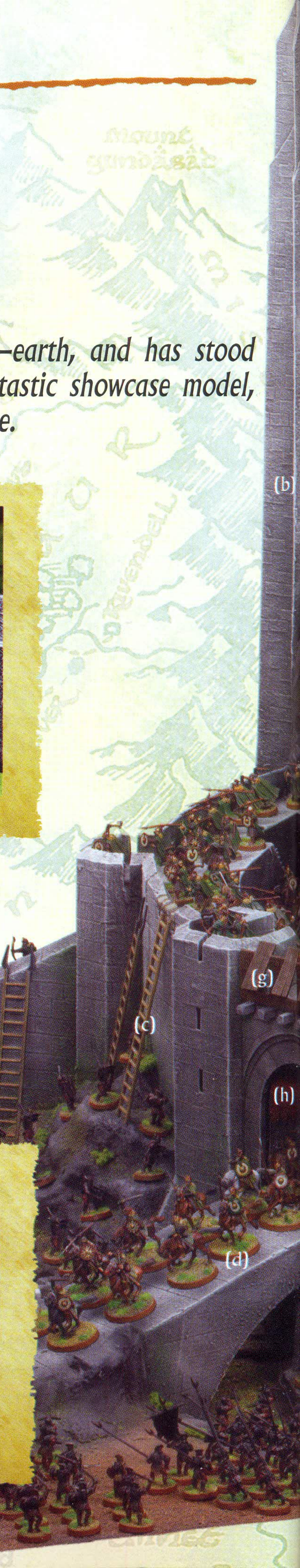
Walls are the most important part of any castle, and Helm's Deep is no exception. The battlements (a) are usually manned by archers and therefore have wide walkways behind the crenellations so that the defenders can easily deploy. Large towers such as the Hornburg (b) are impressive centrepieces as well as easily defendable features. Complete rules for fighting on walls and towers are covered in the next few Packs.

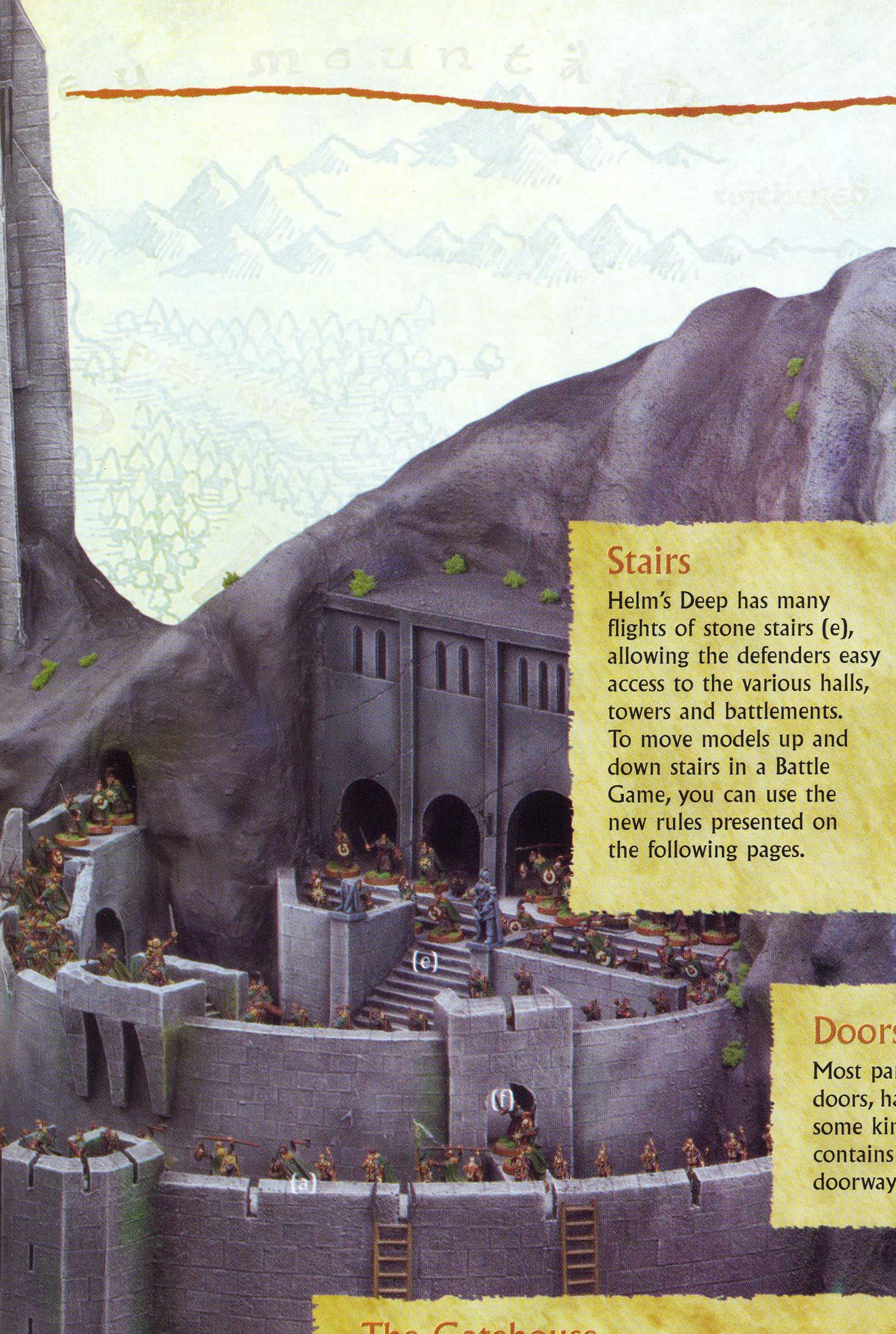
Ladders

Ladders are used by both sides in a siege. The defenders use ladders to take up their positions in towers and along battlements, while the attackers use long siege ladders to scale the outer walls (c). The rules for access ladders are presented on page 7, while siege ladders are covered in Pack 29.

The Causeway

The long, narrow causeway (d) of Helm's Deep is precarious. An attacker losing his footing will fall into the rocky gorge below, to certain injury or death. Most castles have only one such passage, leading to the gatehouse. This can take the form of a road, bridge or drawbridge and often spans a ditch or moat. This is a deliberate tactic to limit the number of attackers who can assault the relatively weak point of the main gate.





Stairs

Helm's Deep has many flights of stone stairs (e), allowing the defenders easy access to the various halls, towers and battlements. To move models up and down stairs in a Battle Game, you can use the new rules presented on the following pages.

Doors and Hatchways

Most parts of a castle are connected via doors, hatches and other access points of some kind (f). This Pack's Playing the Game contains full rules for holding and bolting doorways against determined attackers.

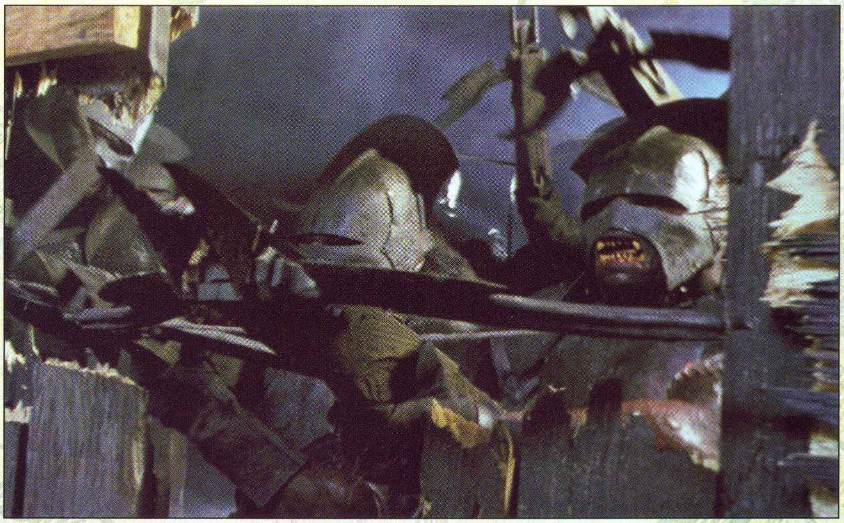
The Gatehouse

Smashing through the main gate is usually easier than getting through the walls, so gatehouses tend to be heavily defended. Warriors waiting at the battlements (g) fire arrows and drop heavy rocks onto the heads of the besieging force, while the gate (h) would be reinforced from within, possibly by an iron portcullis. In Pack 30, we present the full rules for battering down gates using rams and brute strength!

Siege Movement

During siege games, the defenders scurry to man the walls and towers of their fortress. Gates, stairs, doors, hatchways and ladders connect the various parts of a stronghold and allow access to towers and battlements. These rules detail how to move within a fortress.

Moving around within a fortress can often mean negotiating a network of gates, stairs, doors, hatches and ladders. The extent and purpose of these access points varies from fortress to fortress. The first thing to learn about fighting out a siege in your Battle Games is how models move within the limits of the castle. The normal movement rules are used for moving around battlements and courtyards, but ladders, doors and other access points use additional rules.

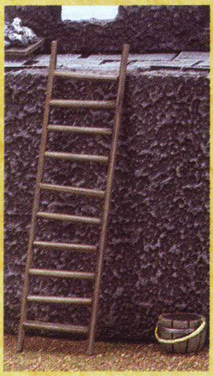


➤ ASSAULT THE DEEP!
The Uruk-hai smash through the defences of the stronghold.

Modelling Access Features

The following access features are all represented in the siege rules and aid the movement of your models around the fortress. During our linked series of siege articles, you will find simple instructions to make similar items in Modelling Workshop.

➤ DOORS
Doors and entrances of all shapes and sizes can be found within castles.



▲ ACCESS LADDERS
Used to quickly scale walls to take up new positions.

▲ STAIRS
Stairs are found inside towers and behind walls.

➤ THE GATES
The main gate is the primary focus of the stronghold.

Stairs and Ladders

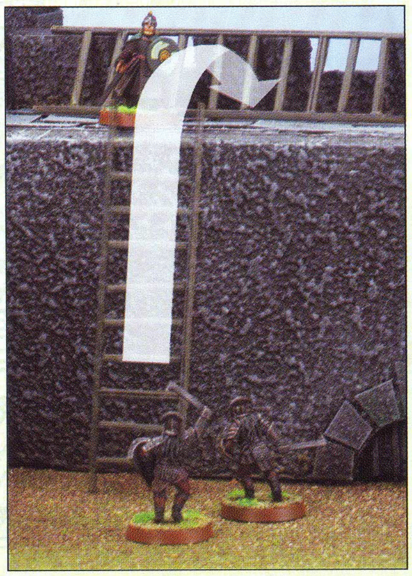
Stairs and access ladders connect the defences together and allow the defenders to move onto battlements and between different levels. A model that is on foot can move up or down an access point without penalty – no Climb roll is needed and no movement penalty is applied. Horses, Wargs and other mounted models cannot move on access points, as noted in Pack 14's Playing the Game. However, if steps are especially shallow and at least as wide as the model's base, then movement can be allowed – this should be decided between the players and specified before the game begins.

➤ CLIMBING LADDERS

Aragorn begins his move at the foot of the ladder and climbs it, before moving his remaining 4cm/2".

Removing Access Ladders

Some model strongholds have removable model access ladders that extend for a single storey or the height of a normal wall. Where this is the case, the ladders may be removed by one or more models to stop enemy warriors using them. Once removed, the ladders may be dropped on the floor next to the warrior who moved it, but can be replaced at a later point in the game.



➤ REMOVING THE LADDER

As there are no models on the ladder, it can be pulled up with ease.

➤ DIFFICULT TASK

With two models climbing, only a roll of 6 is good enough to send the Uruks crashing to the ground.

- Access ladders can be pulled up, or pulled down to the floor, by a warrior on foot who ends his move touching the ladder. The model must be touching the ladder (but not actually climbing it) and must not be touching an enemy, whether on the ladder or otherwise.

- If no models are on the ladder, it can be pulled up or down automatically.

- The warrior gives up any remaining movement. Note that he is assumed to have moved his entire move distance and will be unable to shoot.

- If there are models already on the ladder, it is much harder to move. Roll a D6 and deduct 1 from the roll if there is one model on the ladder and deduct 2 if there are two or more models on the ladder. Add 1 if two or more models are working together to pull the ladder up or down. If the final score is 4 or more, the ladder is pulled up or down and all models on the ladder fall to the ground. Falling models take one Strength 3 hit for each full 2cm/1" of fall.

Replacing Ladders

Access ladders can be erected by a simple reversal of the rule described above. A warrior who is free to do so can erect a dropped ladder in base contact, expending any remaining movement for that Move phase in the process.

Doors and Hatchways

A door (in a wall) or hatch (in the floor or ceiling) presents no obstacle to movement unless it is too small to allow a model to pass through or if it is either bolted shut or held by an enemy. A warrior on foot can pass through a door as long as the doorway is no lower than half the model's height. A mounted model can pass through a door if it is at least as high as the mount and of a reasonable width, as the rider can stoop but the mount cannot! A hatchway can be climbed through, as long as it is at least as wide as the model's base.

➤ STOOPING TROLL
Despite its huge bulk, the Troll can still stoop low enough to fit through this door.

Holding and Bolting Doors and Hatches

Doors can only be held shut or bolted from the inside. Hatches can only be held shut from above or bolted from below. Similarly, any model on the inside of a bolted door or beneath a bolted hatchway can simply unbolt it and move through without restriction, leaving it unbolted behind them.

▲ FORCING THE DOOR
The Warrior of Rohan is simply not strong enough to hold the door against the Uruk–hai.

Holding Doors and Hatches: Warriors on foot touching a door from the inside or a hatch from above are considered to be holding it by placing their weight against the door or hatch. Such models cannot shoot, fight or carry ladders or rams (these rules will be presented in forthcoming Packs). If a door or hatch is held, then it must be forced open as described below, or broken down (see Pack 30's Playing the Game)

- Enemy models touching the other side of the door can attempt to force it open in their Move phase. In order to succeed, the combined Strength of the attackers must be greater than the combined Strength of the defenders. So, two Men with a combined Strength of 6 can hold a door against one Uruk-hai with a Strength value of 4, but not against two Uruk-hai with a combined Strength of 8.

- If the attackers successfully force the door, then they are placed into touch with the defenders if possible and must fight them in the Fight phase. The defenders count as defending an obstacle, as though they were across a gap. Note that if your model door does not actually open, you will have to pretend it is not there while working out the combat.

Bolting Doors and Hatches: A model that is already holding a door at the start of his move can bolt it shut. A model positioned at the top of a ladder at the start of his turn, and who is beneath a hatch, can close the hatch and bolt it shut. In both cases the model can then make its move as normal. It is a good idea to place a suitable marker by the door or hatch to show that it is bolted shut. In order to get through from the other side, it must now be broken down. Full rules for breaking down doors will be included in Pack 30's Playing the Game.

- Once a door or hatch has been broken down, it is destroyed and becomes an open doorway or hatchway.

◄ DOORS FLUNG WIDE
Aragorn enters the citadel of Helm's Deep.

Gates

A gate is much larger and heavier than a door and will usually consist of two halves. While it is open, models may pass through a gate without hindrance. However, when closed, a gate presents an impassable barrier that may only be opened from the inside. Models on the outside may only pass through a gate by breaking it down, usually by using a battering ram. Rules for breaking down gates will be included in Pack 29.

➤ OPENING THE GATE
The Warrior of Rohan must remain in contact with the gate to swing it open.

Opening and Closing Gates

A model touching the inside of a gate may open or close it during the Move phase. The model must remain in contact with the gate as it opens and may not move further that turn once the gate has been opened. A model opening or closing a gate cannot shoot that turn. A model is not free to open or close a gate if it is fighting an enemy model or if it is carrying a ladder, ram or comparable burden. Models cannot open or close gates while mounted.

➤ BATTER THE GATE!
Rules for using battering rams against gates will be covered in Pack 29.

Castle Walls

Generally speaking, castle walls are designed so that attackers cannot scale the outside, forcing them to rely on other methods, such as ladders. To represent this, castle walls may not be climbed unless a scenario specifically says otherwise.

NEXT PACK...

In Pack 28 of *Battle Games in Middle-earth*, we continue our in-depth look at conducting sieges in your games. Learn how to fight within the confines of the stronghold in Playing the Game and begin building a castle of your own by following the straightforward techniques in Modelling Workshop.

➤ FURIOUS BATTLE
The fighting takes a more desperate turn once the enemy has breached the walls.

Hold the Fort

In this Battle Game, Éomer's loyal force is attacked by the forces of Saruman while seeking refuge in a Rohan fort. They must survive this assault if they are ever to ride to Théoden's aid at the siege of Helm's Deep.

In this Battle Game, we look at what might have happened if Saruman had sent some of his forces to find and destroy the remnants of those men loyal to Éomer. With the assault on Helm's Deep about to begin, Gandalf is roaming the lands searching for Éomer – if he finds him, a significant force of Rohirrim can be brought to bear against Saruman. While the rest of his force is away gathering more men to his banner, Éomer is camped at one of the last remaining Rohan forts. To prevent Éomer from leading his troops against him, Saruman has sent his Uruk-hai to attack the fort and kill all inside. If Éomer dies or his force is driven off, then Gandalf may never find him in time to come to Théoden's rescue.

◄ STAND OR DIE
Éomer and his warriors have nowhere else to run – they must stand and face their Uruk–hai attackers.

THE COMBATANTS

For this Battle Game, you will need Éomer, six Riders of Rohan and all 12 Warriors of Rohan. The Uruk-hai force sent against them consists of an Uruk-hai Captain, 10 Uruks with sword and shield and 10 Uruks with pikes. In addition, you will need the four Uruk-hai siege troops – without the bomb – and the Uruk-hai Berserker included as part of this Pack. The Uruk siege troops have exactly the same profile as normal Uruk-hai warriors.

◄▲ *Éomer leads the Rohirrim in this battle.*

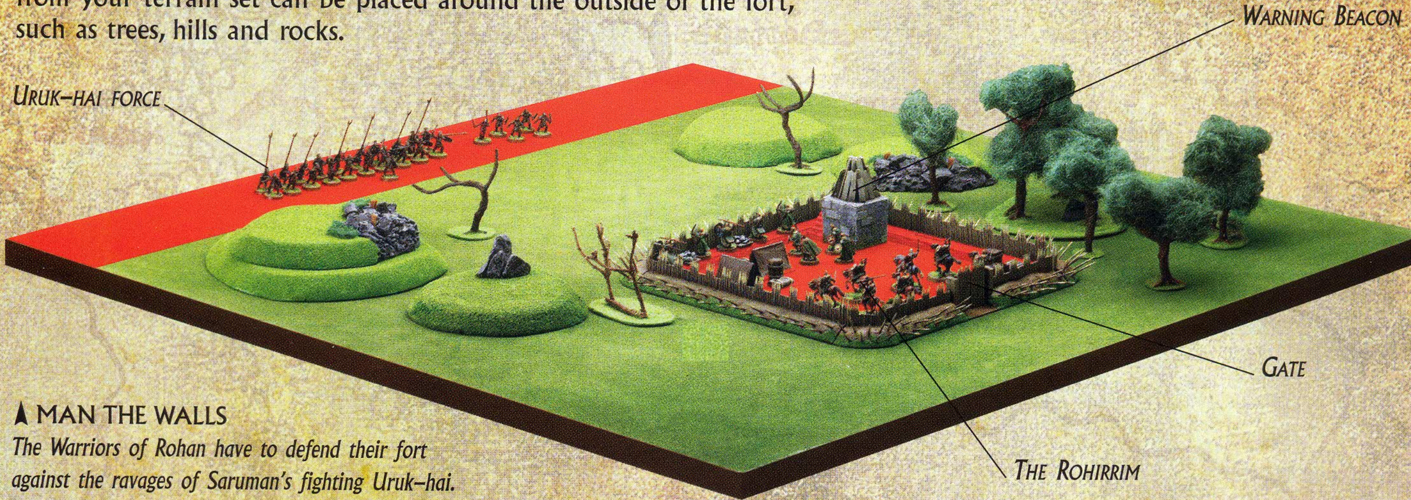
▲ *The Uruk–hai force is joined by a ferocious Berserker with torch.*

The Gaming Area

For this scenario, you will need a gaming board that is approximately 120cm/4' by 120cm/4'. A palisade fort is placed on the board so that it is 50cm/20" from one of the table edges and evenly spaced between the side edges. Place it so that the gate section is facing toward the closest table edge. This Pack's Modelling Workshop shows you how to make the palisade fort that is used in this scenario. On each of the wall sections, place a pile of stones or an ammunition barrel. On the inside of the fort you can place any terrain from your collection that you think is appropriate, such as barrels, boxes, tents or even the warning beacon from Pack 9. A few other pieces of scenery from your terrain set can be placed around the outside of the fort, such as trees, hills and rocks.

Starting Positions

All the Rohirrim, including the Riders deploy inside the fort. The warriors on foot can be defending the walls to begin with if you like. The gate itself starts the game closed, but it can be opened normally by following the rules as presented in this Pack's Playing the Game. The attacking Uruk-hai set up anywhere within 14cm/6" of the table edge that is farthest away from the fort.



MAN THE WALLS
The Warriors of Rohan have to defend their fort against the ravages of Saruman's fighting Uruk–hai.

Special Scenario Rules

The Fort

The palisade walls count as barriers and can be defended as per the rules given in Pack 7. They can also be jumped over, using the rules given in Pack 6 – but remember, because the wall is taller than the Uruk-hai, they subtract 1 from their Jump roll result. In addition, the spikes make it even more difficult for the Uruk-hai to jump over the wall. The spikes subtract an extra 1 from the Jump roll for a total penalty of -2 to the roll.

DIFFICULT CLIMB
Because of the –2 to his jump roll, the Uruk who rolled a 3 fails to cross the palisade and remains where he is.

Siege Defences

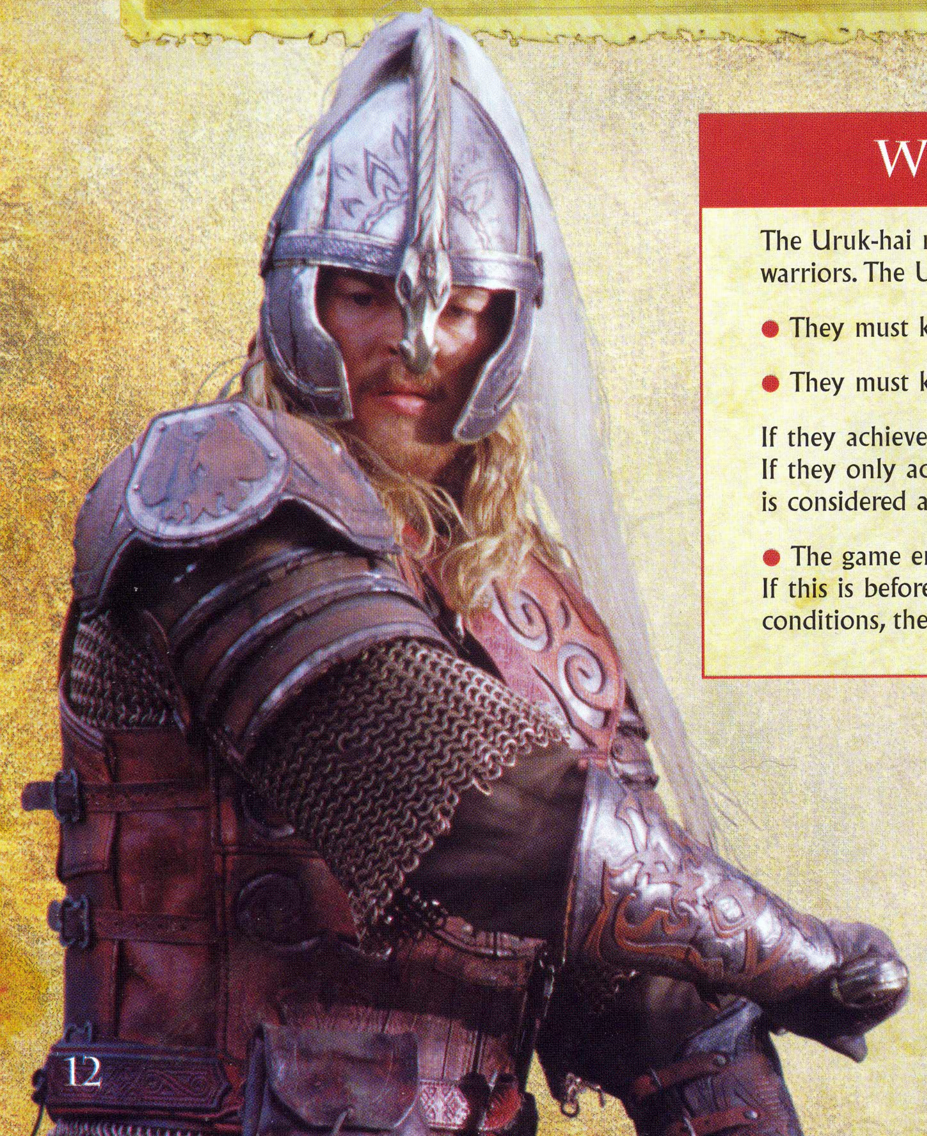
If there is a pile of rocks on a wall or gate section, then any warrior who is stood on that section may choose to throw a stone if it has no other missile weapon to fire. A model that has not moved in the Move phase can throw a stone 20cm/8" in the Shoot phase. If the stone hits, it strikes with a Strength of 2. All the normal rules for the Shoot phase apply while throwing stones, except that you cannot 'Volley Fire' with thrown stones. Spear barrel models follow all the same rules as piles of rocks, except that they strike with a Strength of 3 instead.

PREPARED DEFENCES
Because of the piles of rocks on this wall section, these warriors can throw stones at their attackers.

BASE PROFILES

	F	S	D	A	W	C	Move	M	W	F
Éomer	5/-	4	6(7)	2	2	5	14cm/6"	3	2	2
Rider of Rohan	3/4+	3	5	1	1	3	14cm/6"	-	-	-
Horse	0	3	4	0	1	3	24cm/10"	-	-	-
Warrior of Rohan	3/4+	3	4(5)	1	1	3	14cm/6"	-	-	-
Uruk-hai Captain	5/-	4	6	2	2	4	14cm/6"	2	1	1
Uruk-hai Warrior	4/-	4	5(6)	1	1	3	14cm/6"	-	-	-
Uruk-hai Berserker	4/-	4	6	2	1	8	14cm/6"	-	-	-

In this Battle Game, all models are armed and armoured as their model depicts. You can add a shield to your Éomer model if you wish. Any model armed with a shield increases his Defence score by +1.



WINNING THE GAME

The Uruk-hai mission is to kill Éomer and his Rohirrim warriors. The Uruks have two objectives in this game:

- They must kill at least half of the Rohirrim models.
- They must kill Éomer.

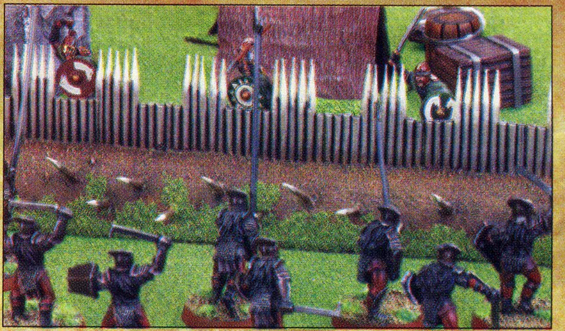
If they achieve both these objectives, the Uruk-hai win. If they only achieve one of their objectives, then the battle is considered a draw.

- The game ends once half of the Uruk-hai force is dead. If this is before the Uruk's achieve either of their victory conditions, the Rohirrim win.

> *'My company are those loyal to Rohan. And for that we are banished.'*
>
> ÉOMER™

ROHIRRIM TACTICS

This can be a tough game for the Rohirrim. They are facing off against a much more numerous foe and cannot risk suffering heavy casualties themselves. Their best chance of success lies in defending the fort as best they can, while the Riders charge into one of the Uruks' exposed flanks. Your Warriors will have a hard time defending the palisade, so try using the shielding option to increase your Warriors' chances of survival. The Riders, led by Éomer, can be devastating in a charge. Try to keep the momentum going with Heroic Combats and Heroic Moves. Your cavalry really are your best chance of causing casualties against the Uruk-hai.

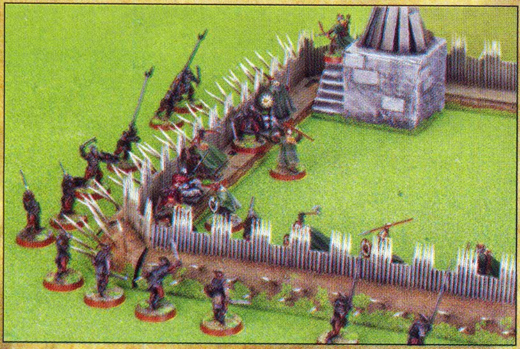


◄ DEFEND AT ALL COST

If the warriors shield instead of trying to kill the Uruks, then their chances of survival increase.

► CAVALRY CHARGE

Éomer and his riders have the best chance of killing the Uruks, especially if they can charge an exposed flank.



◄ TOO FEW

Use the advantage of numbers to assault the fort from more than one quarter. This will stretch the defenders out and make the fort more vulnerable.

► HARD TO KILL

Éomer is a tough hero to kill. Your Uruk–hai Captain's Might could be just what it takes to finish him off.

URUK-HAI TACTICS

The best chance of winning this game is to storm the fort. The Rohirrim archers inside are easier to kill than the cavalry. Try to spread around the fort and attack a lightly defended wall section, as the Rohirrim cannot defend every wall section while you have enough men to mount an assault on several fronts. Being within the fort also means that the cavalry will be less of a threat to your forces. You only need to kill 10 models to gain a draw result and if one of those models is Éomer, then you win. He will be the hardest to kill, especially if he has a shield, as this means you will need to roll 6's to score a wound. Try to manoeuvre your Captain into a position to charge Éomer and use as much of your Might as you can to bring this hero down.

Uruk-hai™ Siege Troops

Uruk–hai siege troops have been instructed in the ways of operating siege engines, ladders and demolition charges to besiege Helm's Deep. In this Painting Workshop, we look at how to paint the new Uruk–hai models you have received with this Pack.

The plastic Uruk-hai siege troops kit provides you with four more Uruk-hai warriors, as well as a mighty Berserker. The warriors are very straightforward to paint, requiring exactly the same techniques as the ones in Pack 9's Painting Workshop. The Berserker is a little different and carries a flaming torch. We'll be looking at how to achieve a realistic fire effect in more detail. Also on the sprue are two siege ladders and an Uruk-hai demolition charge (rules for this will be included in a later Pack). In this Painting Workshop, you will learn the necessary techniques to paint up these useful models for your Evil force.

◄ SIEGE WARFARE
The Uruk–hai siege troops were unleashed by Saruman to destroy Helm's Deep.

PAINTING ESSENTIALS

PAINTS REQUIRED

CHAOS BLACK
MITHRIL SILVER
BOLTGUN METAL
BLOOD RED
SCORCHED BROWN
ELF FLESH
BLACK INK
BROWN INK
TIN BITZ
SKULL WHITE
SUNBURST YELLOW
BLAZING ORANGE
GRAVEYARD EARTH
KOMMANDO KHAKI

Assembling the Bomb

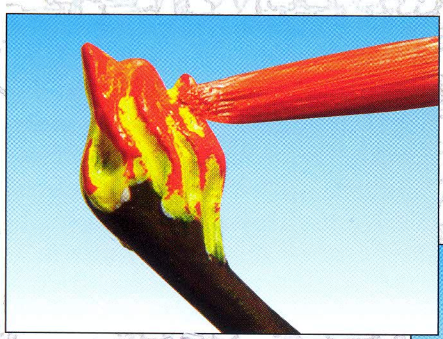
The demolition charge on this sprue comes in two parts. Clip the two halves from the sprue and clean them up as usual. Stick them together with plastic glue. You will notice that only one position allows the two pieces to fit snugly together, so be sure that they are in the correct place before the glue dries.

RECAP

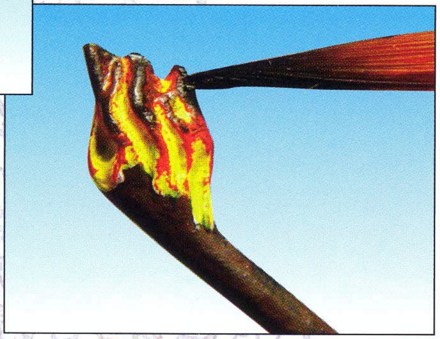
Painting Uruk-hai

The basic warriors are painted in exactly the same way as the plastic Uruk-hai from Pack 4 and the Uruk Captain from Pack 9. If you want to improve the appearance of your Uruk-hai, try using inks instead of paints to make the armour wash. Mix black and brown inks together and add a little Tin Bitz paint. Thin it down and apply it over all the metal areas, before using the edging technique to finish off the metal areas.

▲ The Uruk–hai siege troops painted and ready to use.



◄ Once you have achieved a strong, yellow colour, dry–brush the raised areas with a deep orange.



▲ A final dry–brush of Chaos Black will add an extra level of realism to your flames.

◄ Your Berserker, ready to crush the defenders of Rohan.

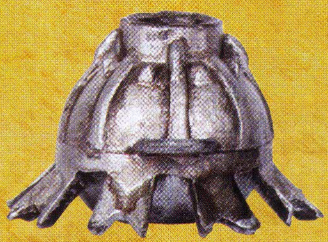
❶ The Berserker's Torch

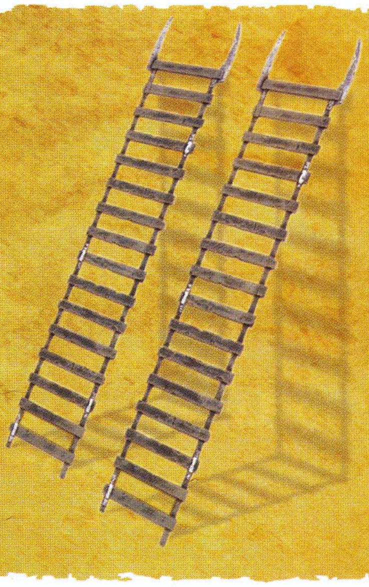
To begin with, paint the skin and armour of the Berserker using exactly the same methods as for the other Uruk-hai. Once you have done this, you can tackle the fiery brand that the Berserker carries to light the explosive charge.

Paint the shaft of the torch Scorched Brown. Once it is dry, you can tackle the flames. Re-undercoat the flames with white paint. Next, paint over the white with Sunburst Yellow. Yellow does not cover black particularly well, which is why the white undercoat is necessary. Once this has dried, dry-brush the flames with Blazing Orange (alternatively, you could mix yellow and red). Finally, to add a realistic smoke effect, apply a light dry-brush of Chaos Black to the tip of the torch.

SIEGE EQUIPMENT

The Uruk-hai siege sprue also contains two siege ladders and a powerful demolition charge. These pieces only have two distinct areas – wood and metal. The metal (including the charge in its entirety) is painted exactly like the Uruk-hai armour. The wooden parts of the ladders can be painted Graveyard Earth and then given a dry-brush with Kommando Khaki. Siege ladders will form an important part of forthcoming Packs, so remember this colour scheme for future reference.





▲► Your finished siege equipment, painted using simple techniques.

Palisade Fort

In this Modelling Workshop, we will show you how to make a palisade fort for use in your Battle Games. As one of the simplest defensive structures to build, the Rohirrim rely on many of these forts to defend their borders.

The Rohirrim are a proud and martial people, who guard their lands vigilantly against enemy incursions. Dotted throughout the lands of Rohan, located at strategically important points, are a series of defensive forts. This type of fort was designed as a place from where a garrisoned force could strike out, making raids, or as a retreat that can be easily defended if attacked. The main feature of these forts is the palisade – a line of thick wooden stakes driven into the ground creating a stout fence. The Rohirrim are not the only race in Middle-earth to use this type of fort – Orcs, too, have been known to create cruder versions of a palisade for their own nefarious uses. In this Modelling Workshop, we will show you how to create the wall, gate and corner sections that fit together to create a palisade fort.

◄ PALISADE FORT
The Uruk-hai finally breach the fort's defences and the fate of the defenders is sealed.

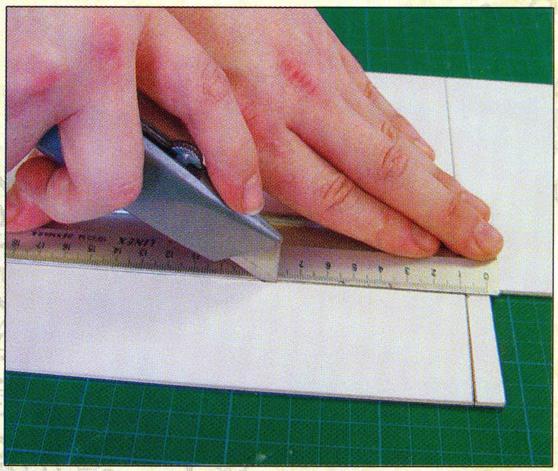
YOU WILL NEED

- MOUNTING BOARD
- CRAFT KNIFE
- COMPASS
- FOAM CARD
- PVA GLUE
- COMPRESSED POLYSTYRENE ('STYRENE')
- HOT WIRE CUTTER
- 300 BAMBOO BARBECUE SKEWERS
- SANDPAPER
- COCKTAIL STICKS
- THIN CARD
- BALSA WOOD SHEET AND ROD
- PEN OR PENCIL
- MASKING TAPE
- PAINTBRUSH
- CHAOS BLACK, SCORCHED BROWN, BESTIAL BROWN, BUBONIC BROWN, BLEACHED BONE, GRAVEYARD EARTH, KOMMANDO KHAKI AND CODEX GREY ACRYLIC PAINTS
- MODELLING FLOCK

Wall Section

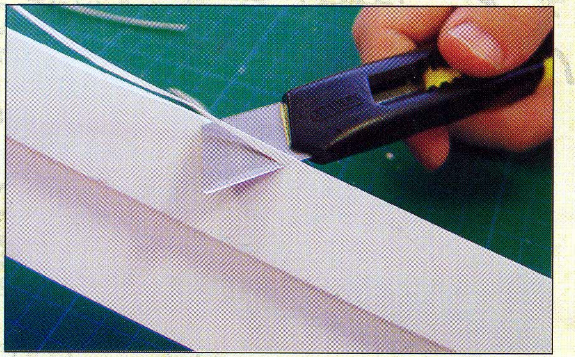
❶ The Base

You will eventually need at least three wall sections, a gate section and four corner sections to create the fort. As such, it may be faster for you to make all the wall sections at the same time. First, the bases are cut from a piece of thick mounting board. Cut three strips from the card, making each strip 30cm/12" long and 5cm/2" wide. A fourth base, the same size, will be needed for the gate section.



➤ STURDY BASE
Making the base out of thick card like this means the model will be more durable.

➤ TAKE THE EDGE OFF
Cutting the edge off the firestep makes it appear more natural.



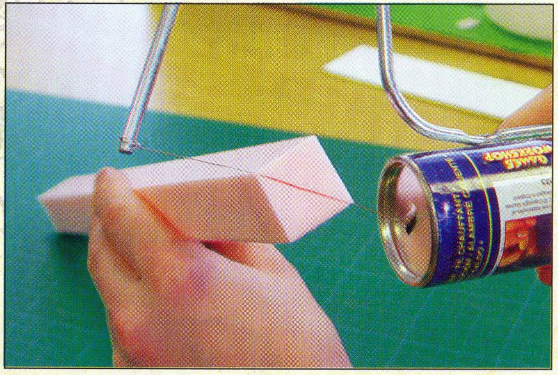
❷ The Firestep

A firestep is designed so that the defenders can shoot at attackers from a raised position. To make a firestep, cut a piece of foam card 30cm/12" long and 2½cm/1" wide. Use PVA glue to stick it onto the base so that the foam card covers one half of the width of the base. Once it is firmly in place, use a craft knife to remove the squared edge of the firestep so that it doesn't look too neat and artificial.

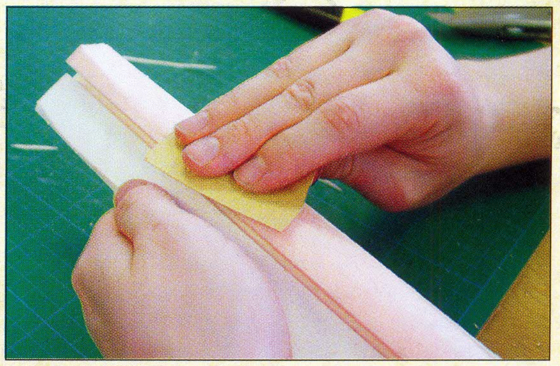
❸ Earthworks

To create the earthworks for a wall section, first cut a strip from a piece of 2½cm/1" thick polystyrene. Make the strip the same length as the base and 2½cm/1" wide. Then, cut diagonally down the length of the styrene strip with the hot wire cutter, creating two long triangular strips. Glue one of these onto the wall section, keep the remaining piece handy as that can be used on another wall section. Use one of the bamboo barbecue skewers to keep the earthworks and the firestep separated as the glue is drying. This will give you the right amount of space into which the palisade fence will slot. Be careful not to let the skewer get stuck there, though.

Shape the earthworks so they look more natural by first trimming away any of the styrene that overhangs from the base. Next, cut along the top, taking the point off so that it appears flattened. Finally, use sandpaper to smooth away all the rough edges.



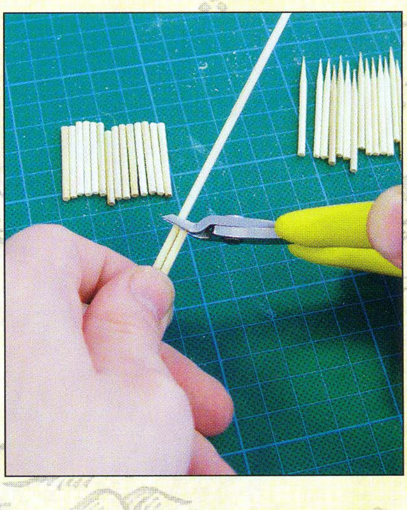
➤ DIAGONAL CUT
Cut down the length of the strip. Don't worry if the cut is a bit rough as it will be sanded down later.



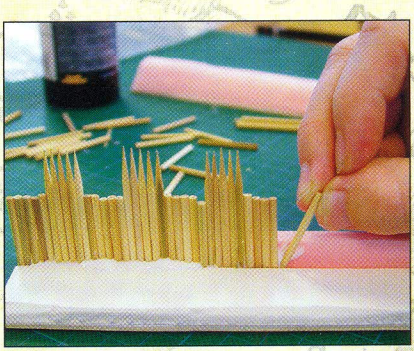
➤ SMOOTH IT DOWN
Sandpaper will take off all the rough edges, leaving it looking like packed earth.

4 Palisade Fence

You will need approximately 300 bamboo barbecue skewers to make the entire fort. They are cheap and generally available from most supermarkets. Cut each skewer into two lengths. The first length should be about 5cm/2" and should have the point at one end. The other length should be shorter, about 3cm/1¼" and be flat at both ends. With PVA glue, stick these into the gap you have left for them along the length of the wall. Glue the skewers in groups of five at a time, first five tall and then five short ones. This will produce a crenellated look to the fence.

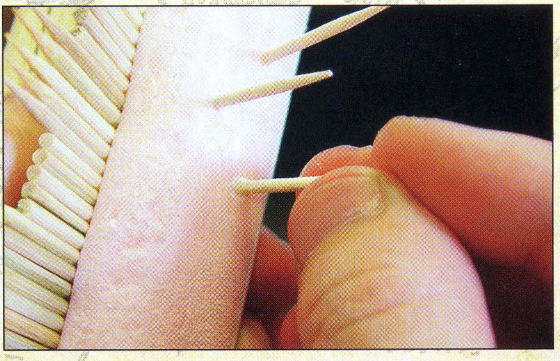


◄ GUIDE POST
Cut one post to length and use it as a guide to clip the rest to size.



▲ CRENELLATIONS
Glue the stakes in groups of five to create the crenellations.

➤ DEFENSIVE SPIKES
With a bit of PVA on the end, push these spikes straight into the polystyrene.

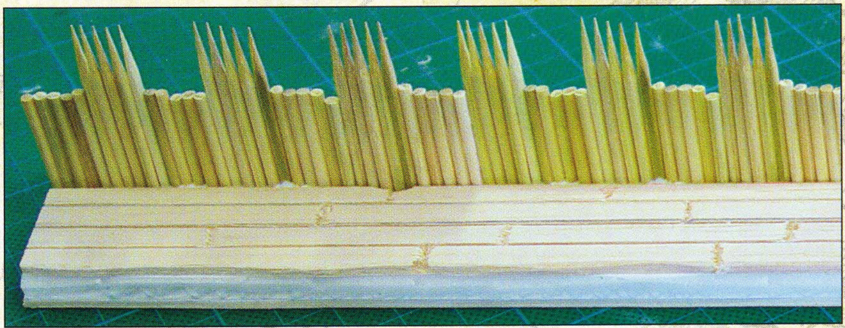


5 Vicious Spikes

The spikes protruding from the earthworks made it harder for the enemies to attack. Use clippers to cut cocktail sticks into short 3cm/1" lengths. Next, put PVA glue onto the blunt end and then push this into the polystyrene earthworks so that the point faces outward. Space these out along the length of the earthworks until you have an imposing series of spikes for any attacker to contend with.

6 The Walkway

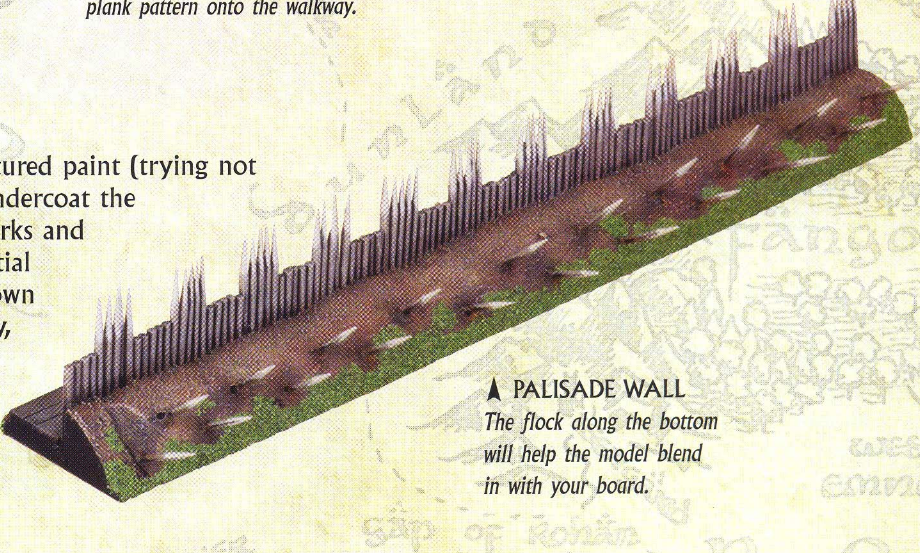
To stop themselves from slipping on the muddy firestep, defenders put down a series of wooden planks so that their feet can get a better grip. Making the walkway is quite easy. First, cut a strip from a sheet of thin balsa wood that is the same size as the firestep, 30cm/12" by 2½cm/1". Then score the outline of the planks straight into the strip with a pen. Finally, glue the strip onto the top of the firestep. You could even cut away some of the planks entirely, to show that the fort is well used.



▲ PLANK EFFECT
Use a pen or pencil to score a plank pattern onto the walkway.

7 Painting the Model

Paint the earthworks and firestep with textured paint (trying not to get any of it on the wood) and then undercoat the whole model black. Dry-brush the earthworks and firestep first Scorched Brown and then Bestial Brown. Then lightly dry-brush Bubonic Brown mixed with Bleached Bone over this. Finally, apply a Brown ink wash. All the wood is painted Graveyard Earth first and then dry-brushed with Kommando Khaki. Finally, the points on all the spikes are painted Bleached Bone.

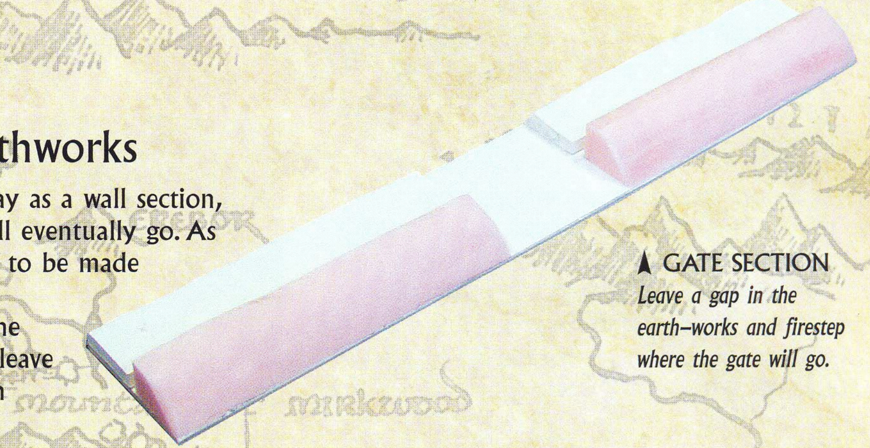


▲ PALISADE WALL
The flock along the bottom will help the model blend in with your board.

Gate Section

1 The Base, Firestep and Earthworks

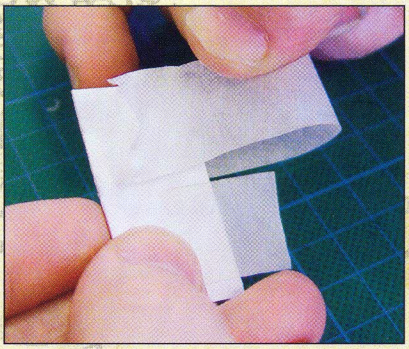
The gate section is made in exactly the same way as a wall section, but with a gap in the middle where the gate will eventually go. As such, the firestep and the earthworks only need to be made in short 12½cm/5" lengths, instead of one long 30cm/12" length. Glue these onto the base in the same way as on the wall sections, but this time leave a gap of 5cm/2" in the middle of the base, with earthworks and a firestep on either side.



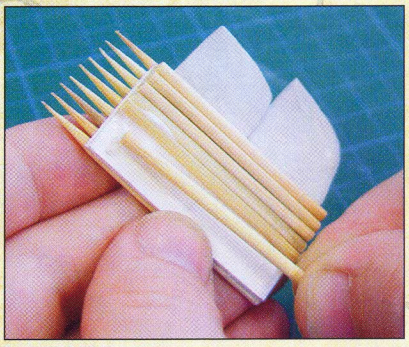
▲ GATE SECTION
Leave a gap in the earth-works and firestep where the gate will go.

2 The Gate Doors

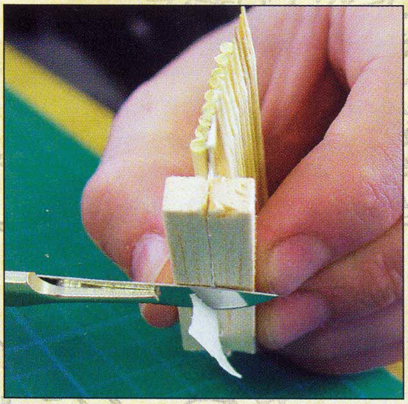
Each door is made from a piece of card with masking tape hinges and skewers stuck on both sides to give it a wooden appearance. To make the gate, first cut a square 4½cm/1¾" by 4½cm/1¾" from a piece of thin card. Next, cut this in half, creating the two rectangles that will form the doors. To make the hinges, cut two lengths of masking tape. Stick these onto one side of a door and then double the tape back upon itself. You should now have two pieces of masking tape protruding from the edge. Next, cut several bamboo skewers into two lengths, the first will be the same length as the door and have flat ends. Glue these on the back of the door. The second will be cut to length so that the spike protrudes over the top. These are glued to the front.



◄ TAPE HINGES
The masking tape will create a flexible hinge that is easy to make.



► WOODEN DOORS
Gluing skewers onto both sides of the door makes it look like the rest of the fort.



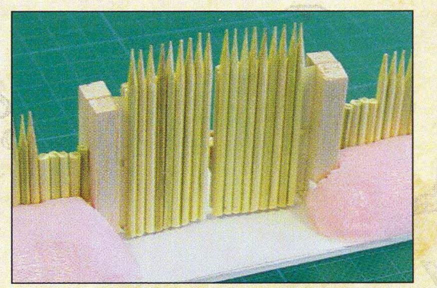
▲ CLEAN SHAVE
Trim away the excess tape from the back of the door posts.

3 The Door Posts

To create the posts that the door will be hinged on, first cut two lengths off a thick piece of square balsa rod. Make each piece the same height as the door. Glue them together so that the masking tape hinge is sandwiched between these two posts. There are two important things to remember when gluing the posts together – first, you need to leave enough masking tape between the door and the posts so that the door can open. Second, leave enough space at the bottom of the door so that it opens cleanly and won't catch on the ground. Finally, with a craft knife, trim away any excess masking tape that sticks out of the back of the post. Repeat the same process for the other door.

4 Fitting the Doors

Fit the doors between the gap left in the base. Cut into the earthworks and firestep with a craft knife so that the door posts fit comfortably and are supported by them. Once they are glued in place, the palisade fence, walkway and defensive spikes can be stuck on and the model painted.

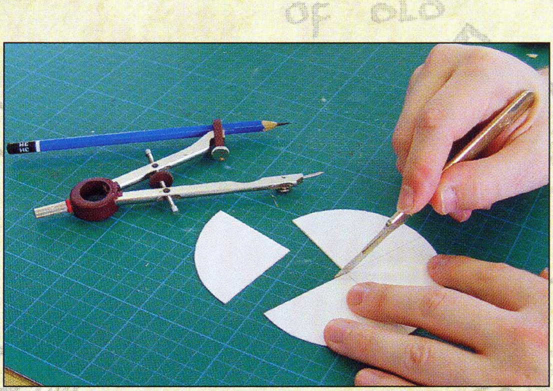


▲ FITTED DOOR
Cut into the earthworks so the door posts fit snugly.

Corner Section

1 The Base

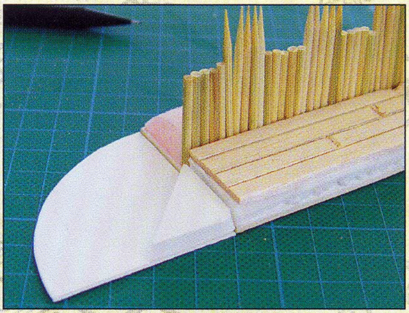
Corner sections are made using similar processes to those used on the walls. To make it appear curved, use a pair of compasses to draw a circle that is 5cm/2" in radius on your card. Then draw a cross dividing the circle into four even pieces. Finally, cut these pieces out with a craft knife.



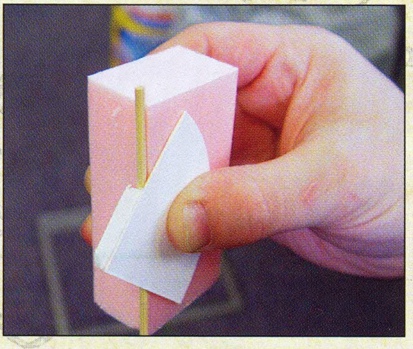
◄ CURVED BASES
Making the base in this way will create all four corners in one go.

2 Firestep

A triangle of foam card creates the firestep. Make sure that the two sides which create the 90° angle are 2½cm/1" in length. Glue this into the corner of the base.

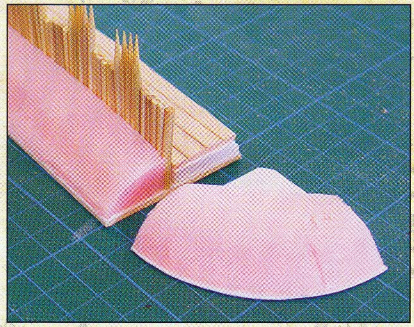


◄ FIRESTEP
The 2½cm/1" long edges on this firestep means it fits against the wall's firestep.



► SHAPED TO FIT
The styrene is shaped to look like the earthworks on the walls.

◄ BAMBOO GUIDE
Holding the skewer in place will give you the right gap for the fence.



3 Earthworks

The earthworks are created in a similar way to those on the walls. A block of polystyrene is glued on top of the base, with a skewer between it and the firestep, just as before – to measure the correct space. Next, having removed the skewer, cut the polystyrene to size with the hot wire cutter, following the card of the base as a guide for the exact shape. Finally, create a slope around the curved part so that it matches up with the earthworks on your wall sections.

4 Finishing Touches

Glue on the palisade fence, walkway and defensive spikes in the same way that you did for the wall sections. Once everything is dry, the corner sections can be painted and flocked like the rest of the model.

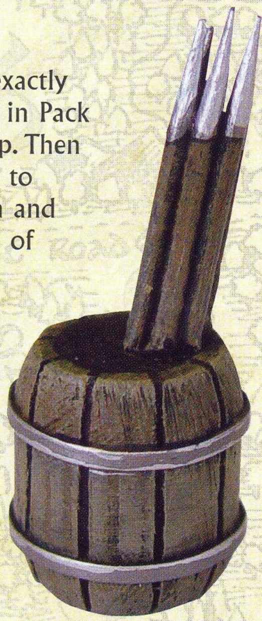
► FINISHED PALISADE FORT
Extra details from your collection can be put inside the fort.

Siege Equipment

You can create a few other little pieces such as ladders, spear barrels and rock piles. These are simple to make, add an extra level of detail and can even have a battlefield effect, as seen in this Pack's Battle Game.

Spear Barrels

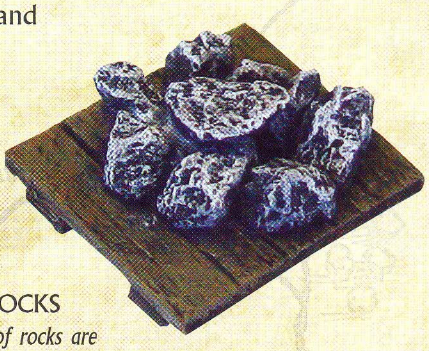
First, make a barrel in exactly the same way as shown in Pack 13's Modelling Workshop. Then cut some cocktail sticks to about 2cm/¾" in length and glue these onto the top of the barrel. Paint these to look like spears by painting silver tips on the ends. After this, the model is finished.



➤ SPEAR BARREL
Cocktail sticks make excellent spears.

Rock Piles

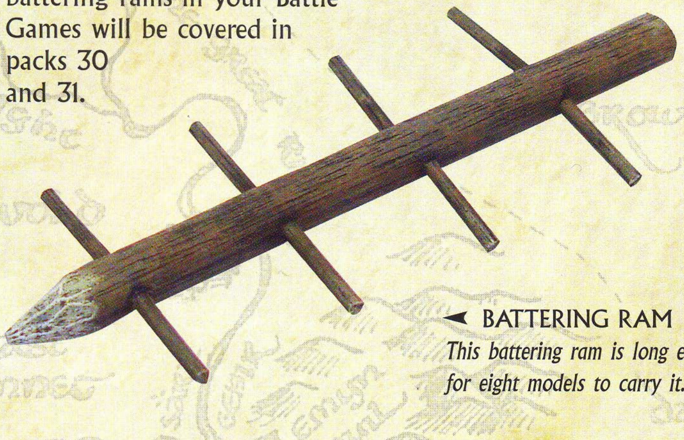
Defenders often stock a pile of rocks along a defensive wall. These rocks can then be thrown at attackers in the hope that they will injure them before they reach the walls. Rocks are more readily available than spears and arrows but not as deadly. To create a rock pile, first make the wooden palette out of balsa wood and then glue some small stones onto the top. Paint the base brown and the rocks grey.



➤ ROCKS
Piles of rocks are very easy to make.

Battering Ram

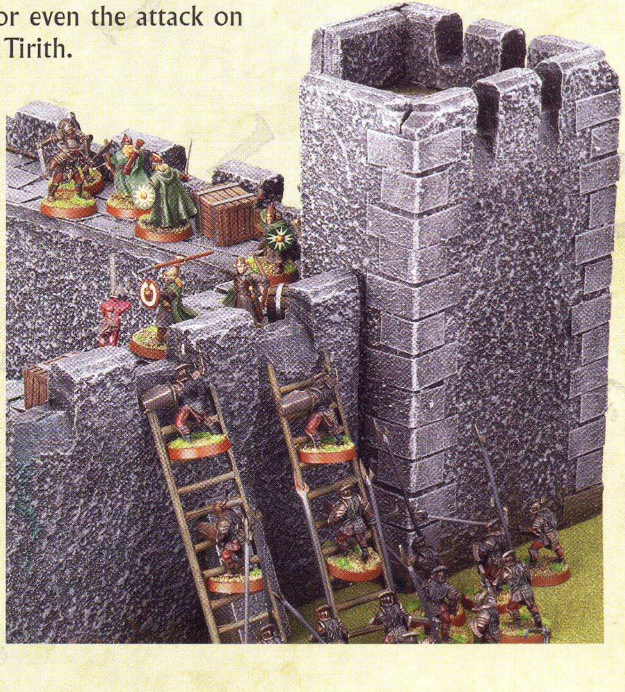
This is an indispensable weapon for anyone attacking a fort. To make it, first cut a length of medium thickness dowel about 12cm/5" in length. Then use a modelling knife to sharpen one end to a blunt point. Be very careful when using knives like this and always cut away from yourself. Finally, glue pieces of skewer on both sides, every 2½cm/1" along the length, to make the handles. Paint it in the same way as the palisade and the ram is ready to join the siege. Full rules for using battering rams in your Battle Games will be covered in packs 30 and 31.



◄ BATTERING RAM
This battering ram is long enough for eight models to carry it.

Next Pack

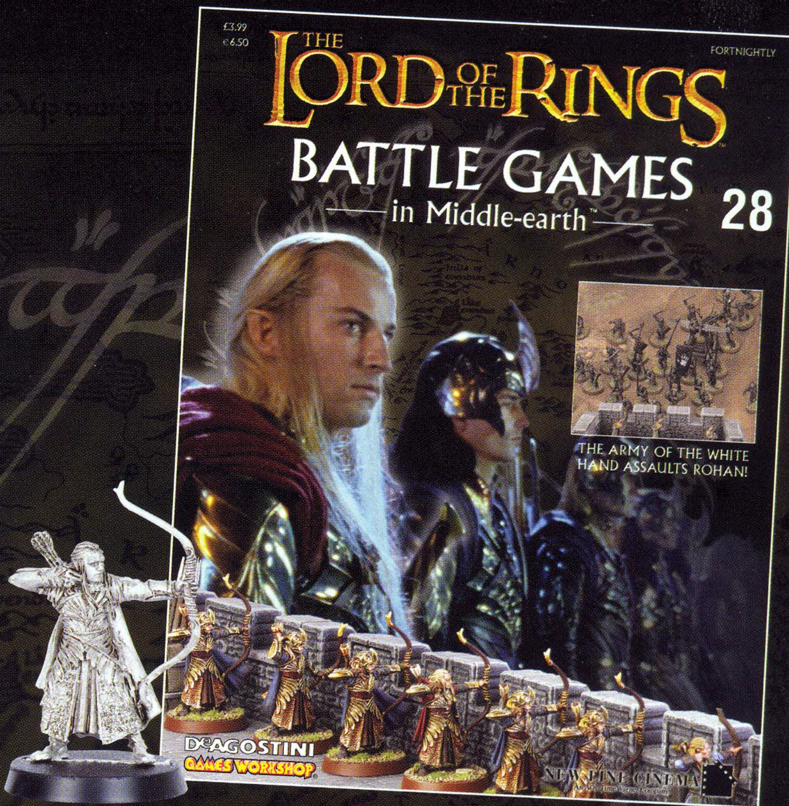
In the next Pack of *Battle Games in Middle–earth*, we will be showing you how to make the next stage of siege defences, the Fortress. Once you have constructed this model, you will be able to re-fight such epic sieges as the Battle for Helm's Deep or even the attack on Minas Tirith.



IN YOUR NEXT GAMING PACK...

The Elves march to the aid of the besieged Rohirrim!

- Learn how to fight within a fortress as we continue the siege rules
- Follow a series of linked siege games in our first Campaign Report
- Paint your Haldir miniature
- Construct the first part of your castle
- **PLUS:** An armoured Haldir metal miniature


£3.99
€6.50
FORTNIGHTLY
THE LORD OF THE RINGS
BATTLE GAMES
in Middle-earth
28
THE ARMY OF THE WHITE HAND ASSAULTS ROHAN!
DeAGOSTINI
GAMES WORKSHOP
NEW LINE CINEMA

THE LORD OF THE RINGS
THE RETURN OF THE KING

Battle Games in Middle–earth is just one part of *The Lord of The Rings* tabletop gaming hobby. Pictured below are just a few items from the extensive and ever-growing range.

THE LORD OF THE RINGS
THE RETURN OF THE KING
BATTLE GAMES IN THE WORLD OF MIDDLE-EARTH
RECREATE THE EPIC CLASHES OF THE WAR OF THE RING
GAMES WORKSHOP

For more information ring 0115 91 40000 or visit: www.games-workshop.com

Models supplied with *Battle Games in Middle-earth*™ are not suitable for children under 3 years due to small parts and essential pointed components. Citadel Miniatures are fine scale models designed for gamers and collectors. Retain packaging for future reference. © MMIV New Line Productions, Inc. All Rights Reserved. "The Lord of The Rings" and the characters, items, events and places therein, TM The Saul Zaentz Company d/b/a Tolkien Enterprises under license to New Line Productions, Inc. Contents of future packs may change without notice.